

1 incorporates familiar six-sided casino-style dice, forty-four 44
2 uniquely designed pit passes, and capital tokens. The game board
3 is adapted to incorporate popular 1/24 or 1/64 scale model racing
4 cars as playing pieces. The game uses a method of moving these
5 playing pieces on track lanes that are of effectively unequal length,
6 the progress along these lanes being based on the statistical
7 probability of various possible dice combinations in such a way as
8 to give players in each lane an equal probability of winning in spite
9 of the various lane lengths. --
10

11 (Paragraph 7): On page 9, please replace line 20, equivalent to a
12 paragraph, with the following rewritten line:

13 -- ~~(44)~~ (40) Forty-four pit passes --.
14

15 AMENDMENTS TO THE CLAIMS

16 (Paragraph 8): Applicant respectfully requests cancellation of claims 1 and
17 2 and substitution of the following claims:

18 3. An auto racing board game device, comprising a game-board,
19 two dice, and playing pieces that progress across the board, this
20 progress being based on and adjusted for statistical probability of
21 all possible results available when rolling six-sided, casino-style
22 dice, wherein the game board is comprised of a playing surface
23 having a plurality of racing lanes with a maximum of one playing
24 piece assigned to each lane, each piece progressing a maximum of
25 one space per roll, each lane being divided into different numbers

1 of advancement segments including a starting segment and a
2 finishing segment, the number of segments in any given lane being
3 inversely proportional to the probability of rolling a dice combination
4 value allowing the piece in that lane to advance, such that the
5 probability of advancing through the lane segments from start to
6 finish is essentially equal for all playing pieces.

7
8 4. A device as in claim 3 further comprising;

9 a second chance element, imposing lane advantages and
10 disadvantages, preferably manifested in the form of cards
11 being dealt or drawn,

12
13 indicators representing penalty status for player errors or
14 rule infractions, these indicators preferably comprising
15 yellow, red and black caution flags, and

16
17 capital, represented by tokens, preferably stylized as
18 miniature tires, and

19
20 receptacles for capital tokens, preferably stylized as tire
21 haulers and/or winner's cups.
22

23 5. A device as in claim 3, wherein the playing pieces comprise
24 miniature model automobiles.
25

1 **6. A device as in claim 3 of such a scale as to permit use of popular**
2 **1/24 or 1/64 scale model racing cars as playing pieces.**
3

4 **7. A method of playing an auto racing game comprised of;**

5 **providing a game board with segmented lanes, each lane**
6 **including a start and a finish,**

7
8 **providing playing pieces, each piece to progress, alone,**
9 **along its own segmented lane, the number of segments in**
10 **any given lane being inversely proportional to the probability**
11 **of rolling a dice combination equal to that given lane**
12 **number,**

13
14 **governing the progress of each piece by a means of chance**
15 **dice rolls each piece being allowed to advance only one**
16 **segment per roll, advancing only upon a dice roll outcome**
17 **that equals the lane number of that given playing piece.**

18
19 **8. A method as in claim 7 further providing;**

20 **a means of introducing chance lane advantages or**
21 **disadvantages,**

22 **a means of awarding penalties for player errors or rule**
23 **infractions, and symbols to represent award of these**
24 **penalties,**

25
26 **capital, and a means of representing capital via tokens, and**

1 receptacles for tokens representing capital.
2

3 9. A method as in claim 7 wherein the playing pieces provided are
4 in the form of miniature automobiles.
5

6 10. A method as in claim 7 wherein the game board lane segments
7 are provided of such a scale as to approximate the horizontal
8 dimensions of 1/24 or 1/64 scale model racing cars, allowing said
9 cars to be used as playing pieces.

10 11. An article of manufacture comprising;

11 a game board comprised of a playing surface having a
12 plurality of racing lanes numbered two through twelve, each
13 lane being divided into advancement segments inclusive of a
14 starting segment and a finishing segment, the lanes
15 numbered two and twelve having 2 segments each, lanes
16 three and eleven having 4 segments each, lanes four and
17 ten having 6 segments each, lanes five and nine having 8
18 segments each, lanes six and eight having 10 segments
19 each and lane seven having 12 segments,
20

21 dice which are rolled to govern movement of playing pieces,
22

23 playing pieces, of which a maximum of one is assigned to
24 each lane, each piece progressing a maximum of one lane
25 segment per roll and progressing only upon a dice roll that

1 results in a combination the sum of which matches the lane
2 number of that piece, and cards comprising a second
3 chance element, as they are dealt or drawn, imposing lane
4 advantages and disadvantages, said cards stylized as pit
5 passes,

6
7 yellow, red and black caution flags signifying penalties for
8 player errors or rule infractions,

9
10 miniature tokens representing capital, stylized as tires, and

11
12 receptacles for capital tokens, stylized as tire haulers and/or
13 winner's cups.
14

15 12. An article of manufacture as in claim 11, wherein the playing
16 pieces comprise miniature model automobiles.

17
18 13. An article of manufacture as in claim 11 wherein the lane
19 segments are of such a scale as to approximate the lengths and
20 widths of 1/24 or 1/64 scale model racing cars.
21

22 14. A device as in claim 1, or a method as in claim 7 or an article of
23 manufacture as in claim 11 wherein the game board and playing
24 pieces comprise magnets and magnetic materials.
25
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